

ANGEL HSING-CHI HWANG

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<https://angelhwang.github.io/>

RESEARCH BIO

Angel Hsing-Chi Hwang's research explores the role of emerging technology in the future of (team)work, culture, and human creativity. Through both quantitative and qualitative methods, she investigates how AI-empowered tools enhance innovation and team synergy at large scale on various platforms (e.g., virtual and mixed reality, text-based communication, and video chats), while addressing common challenges faced by marginalized individuals.

Keywords: Human-Centered AI (HCAI), Human-Agent Teamwork (HAT), Computer Supported Cooperated Work (CSCW), Creativity in Teams & Creativity-Support Tools

EDUCATION

- 2019 - Present **CORNELL UNIVERSITY**
Ph.D. in Communication
Graduate Field: Human-Computer Interaction
Dissertation Committee: Andrea Stevenson Won (Chair), Susan R. Fussell, Malte F. Jung, and Mor Naaman
- 2018 - 2019 **HARVARD UNIVERSITY**
Graduate coursework in neuroscience and psychology
- 2018 **MASSACHUSETTS INSTITUTE OF TECHNOLOGY**
Certificate in Human-Computer Interaction for User Experience Design
- 2016 - 2018 **THE UNIVERSITY OF TEXAS AT AUSTIN**
Master's in Advertising and Applied Statistics
Graduate Certificate in Data Analytics and Visualization
Thesis: The Effect of Interactive Music on Consumer Engagement and Behavioral Intention
Advisors: Dr. Jeeyun Oh, Dr. Angeline Close Scheinbaum
- 2012 - 2016 **THE UNIVERSITY OF HONG KONG**
Bachelor of Business Administration
Double major: Marketing + Business, Design & Innovation (BDI)
Visiting programs:
 - University of Illinois at Urbana-Champaign, Psychology
 - University of California, Berkeley, 3D Animation & Film Production
 - Savannah College of Art and Design, Advertising & Graphic Design
 - University of North Texas, Communication Design

HONORS AND AWARDS

| | |
|---|----------------|
| Data Science Fellowship (1 of the 3 students awarded university-wide) Cornell Center for Social Sciences, Cornell University | 2021 – 2022 |
| Graduate Research Scholarship (Research field: Social sciences; 1 of the 4 students awarded nation-wide) Ministry of Education | 2021 – 2023 |
| Anson E. Rowe Award for Promising Graduate Student Cornell University | 2021 |
| ACM Human Factors in Computing Systems Best Paper Honorable Mention Association for Computing Machinery | 2021 |
| Ada Lovelace Fellowship Nominee Microsoft Research | 2020 |
| Graduate Student Grant for Media Studies Cornell University | 2020 – 2021 |
| Graduate Teaching & Research Assistantship Cornell University | 2019 – Present |
| Graduate Teaching Fellowship The University of Texas at Austin | 2017 – 2018 |
| HKU Foundation Scholarship for Outstanding International Students The University of Hong Kong | 2013 – 2016 |
| Bachelor of Business Administration First Division Honor The University of Hong Kong | 2015 – 2016 |
| Scholarship for Summer Study Abroad Program The University of Hong Kong | 2014 |
| Yu Pang Lin Entrance Scholarships The University of Hong Kong | 2012 |

PUBLICATIONS

PEER-REVIEWED CONFERENCE PAPERS AND PROCEEDINGS

(*co-authorship with equal contribution)

Hwang, A. H.-C. & Won, A. S. (2022). AI in Your Mind: Counterbalancing Perceived Agency and Experience in Human-AI Interaction. *Extended Abstracts of the ACM 2022 Conference on Human Factors in Computing Systems (CHI 2022)*.

Hwang, A. H.-C. (2022). Too Late to be Creative? AI-Empowered Tools in Creative Processes. *Extended Abstracts of the ACM 2022 Conference on Human Factors in Computing Systems (CHI 2022)*.

Hwang, A. H.-C. (2022). The Look of Trust: How Does Physical Embodiment Shape Trust in Human-Agent Interaction? In *Workshop on Trust and Reliance in AI-Human Teams at the ACM 2022 Conference on Human Factors in Computing Systems (CHI 2022)*.

**Selected as Top 10 Best Workshop Paper*

Hwang, A. H.-C.*, Kim, J.*, Lobo, S. N., Shu, Y., & Won, A. S. (accepted). Being there to learn: Narrative style and cross-platform comparison for 360-degree educational videos. *The ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2022)*.

Hwang, A. H.-C. (2021). Individuality in Human-Centered AI. In *Workshop on "HCAI: Human Centered AI." The 35th Conference on Neural Information Processing Systems (NeurIPS 2021)*.

Hwang, A. H.-C. & Won, A. S. (2021) Group- And Individual-Level Successes in Human-Agent Teams: From Trade-Off to Win-Win. In *Workshop on "Human-Machine Partnerships in the Future of Work: Exploring the Role of Emerging Technologies in Future Workplaces."* In *Proceedings of the ACM on Human-Computer Interaction (CSCW 2021)*.

Hwang, A. H.-C.*, Wang, C. Y.*, Yang, Y. Y., Won, A. S. (2021) Hide and Seek: Choices of Virtual Backgrounds in Video Chats and Their Effects on Perception. In *Proceedings of the ACM on Human-Computer Interaction (CSCW 2021)*.

Hwang, A. H.-C., Won, A. S. (2021) IdeaBot: Social Facilitation in Human-Machine Team Creativity. *The ACM 2021 Conference on Human Factors in Computing Systems (CHI 2021)*.

**Best Paper Honorable Mention (< top 5% of all accepted paper)*

Hwang, A. H.-C., Sun, Y., McKee, C., & Won, A. S. (2020). Real or Surreal: A Pilot Study on Creative Idea Generation in MR vs. VR. In *Proceedings of 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2020)*.

Hwang, A. H.-C., Sun, Y., Tamir, N., & Won, A. S. (2020). Pain Experience in Social VR: Comparing Companionship from Close Others and Stranger. In *Proceedings of 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2020)*.

Chan, C.*, Hwang, A. H.-C.*, Sun, D., Birkhead, B., & Won, A. S. (2020). Minimal Embodiment: Effects of a Portable Version of a Virtual Disembodiment Experience on Fear of Death. In *Proceedings of 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2020)*.

Hwang, A. H.-C. & Oh, J. (2019). When Consumer Involvement Matters: The Effect of Interactive Music on Consumer Experience and Purchase Intention. In *Proceedings of 2019 American Marketing Association Conference (AMA)*.

Hwang, A. H.-C. & Oh, J. (2018). Can Interactive Music Drive Your Online Shopping Cart? An Experimental Study of Consumer Engagement and Behavioral Intention. *In Proceedings of 2018 American Marketing Association Conference (AMA)*.

PEER-REVIEWED JOURNAL ARTICLES

Herman, L. M.* & Hwang, A. H.-C.* (in press). In the Eye of the Beholder: A Viewer-Defined Conception of Online Visual Creativity. *New Media & Society*.

Oh, J. & Hwang, A. H.-C. (2021). How interactive data visualization enhances the persuasiveness of COVID-19 news stories: The mediating role of fear and the moderating role of political orientation. *Journal of Broadcasting & Electronic Media*. [doi](#)

Oh, J., Lim, H. Y., Hwang, A. H.-C. (2021). How Interactive Storytelling Persuades: The Mediating Role of Website Contingency and Narrative Transportation. *Journal of Broadcasting & Electronic Media*. [doi](#)

Oh, J., Hwang, A. H.-C., Lim, H. Y. (2020). How Interactive Data Visualization and Users' BMI (Body Mass Index) Influence Obesity Prevention Intentions: The Mediating Effect of Cognitive Absorption. *Health Communication*. [doi](#)

Hwang, A. H.-C., Oh, J., Scheinbaum, A. C. (2020). Interactive Music for Multisensory E-Commerce: The Moderating Role of Online Consumer Involvement in Experiential Value, Cognitive Value, and Purchase Intention. *Psychology & Marketing*. [doi](#)

**Awarded as one of the most cited papers in Psychology & Marketing, 2020 - 2021*

Hwang, A. H.-C., & Oh, J. (2020). Interacting with Background Music Engages E-Customers More: The Impact of Interactive Music on Consumer Perception and Behavioral Intention. *Journal of Retailing and Consumer Services*. [doi](#).

MANUSCRIPTS UNDER REVIEW OR IN PREPARATION

(*co-authorship with equal contribution)

Yang, Y.-Y., Hwang, A. H.-C., Wu, C.-T., Huang, T.-R. (major revision) Brainprints in mindprints: Stable task-invariant EEG base signals for personal identification. *Scientific Reports*.

Hwang, A. H.-C. & Oh, J. (under review). Subtle yet Impactful: Interactive Visualizations in COVID-19 News Content Influence Implicit and Explicit Biases toward Asians. *Telematics & Informatics*.

CONFERENCE PRESENTATION

(† Conference moved online due to COVID-19)

2022 Hwang, A. H.-C. (May 2022) AI with(out) faces: How does representation of AI influence the dynamics in human-AI collaboration? *The 11th Annual Doctoral*

Consortium of the Communication and Technology Division at the 72nd Annual International Communication Conference. (ICA 2022)

Hwang, A. H.-C. & Oh, J. (May 2022) Who Sacrificed for Interactive Experience? Investigating the Effect of Interactive Visualization in COVID-19 News on Ethnic Biases. *The 72nd Annual International Communication Conference. (ICA 2022)*

Oh, J. & Hwang, A. H.-C. (May 2022) Interactive COVID-19 News Scares Conservatives More: The Impact of Data Visualization on Fear Arousal and Preventive Intentions. *The 72nd Annual International Communication Conference. (ICA 2022)*

Won, A. S., Sabet, M., Hwang, A. H.-C., Cannon, J., Gaddi, V., & McLeod-Daphnis, I. (May 2022) Effects of Mediated Social Interactions on Pain. *The 72nd Annual International Communication Conference. (ICA 2022)*

Hwang, A. H.-C. (May 2022) Goodbye, Strong AI: Technical Limitations as the Drives for New Theories in Human-Machine Communication. *Human-Machine Communication Pre-Conference at the 72nd Annual International Communication Conference. (ICA 2022)* **Selected as key paper to present at the pre-conference panel*

Hwang, A. H.-C. (May 2022) AI in Your Mind: Counterbalancing Perceived Agency and Experience in Human-AI Interaction. *The ACM 2021 Conference on Human Factors in Computing Systems (CHI 2022)*

Hwang, A. H.-C. (May 2022) Too Late to be Creative? AI-Empowered Tools in Creative Processes. *The ACM 2021 Conference on Human Factors in Computing Systems (CHI 2022)*

Hwang, A. H.-C. (May 2022). The Look of Trust: How Does Physical Embodiment Shape Trust in Human-Agent Interaction? *Workshop on Trust and Reliance in AI-Human Teams at the ACM 2022 Conference on Human Factors in Computing Systems (CHI 2022)* **Selected to present as one of the Top 10 workshop papers*

2021 Hwang, A. H.-C. (December 2021) Individuality in Human-Centered AI. *In Workshop on "HCAI: Human Centered AI." The 35th Conference on Neural Information Processing Systems (NeurIPS 2021)[†]*

Hwang, A. H.-C. (October 2021) Hide and Seek: Choices of Virtual Backgrounds in Video Chats and Their Effects on Perception. *The 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2021)[†]*

Hwang, A. H.-C. (October 2021) Group- and individual-level successes in human-agent teams: From trade-off to win-win. *The 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2021)[†]*

Hwang, A. H.-C. (May 2021) IdeaBot: Social Facilitation in Human-Machine Team Creativity. *The ACM 2021 Conference on Human Factors in Computing Systems*, Yokohama, Japan (**CHI 2021**)[†]

Hwang, A. H.-C. (May 2021) The Virtual Background behind "Me" vs. "Us": A Cross-Cultural Study of Video-Mediated Communication. *The 71st Annual International Communication Conference* (**ICA 2021**)[†]

Ahn, S. J., Lee, J., Hwang, A. H.-C., Won, A. S., Eden, A., & Guthrie, W. S. (May 2021) The Utility of Embodied Virtual Spaces for Academic Conferences. *The 71st Annual International Communication Conference* (**ICA 2021**)[†]

2020 Hwang, A. H.-C., (March 2020). Real or Surreal: A Pilot Study on Creative Idea Generation in MR vs. VR. *IEEE Conference on Virtual Reality and 3D User Interfaces* (**IEEE VR 2020**). Atlanta, GA[†].

Hwang, A. H.-C., (March 2020). Minimal Embodiment: Effects of a Portable Version of a Virtual Disembodiment Experience on Fear of Death. *IEEE Conference on Virtual Reality and 3D User Interfaces* (**IEEE VR 2020**). Atlanta, GA[†].

Hwang, A. H.-C., (March 2020). Pain Experience in Social VR: Comparing Companionship from Close Others and Stranger. *IEEE Conference on Virtual Reality and 3D User Interfaces* (**IEEE VR 2020**). Atlanta, GA[†].

2019 Pandita, S., Hwang, A. H.-C., Khojasteh, N., Lee, S., Resnick, H., Rives, H., Yee, J., Zhu, J. (October 2019). Hands-on Workshop in Immersive Technology for Beginners. Presentation presented at the *Immersive Media in Medicine Symposium*. New York, NY.

Hwang, A. H.-C. (May 2019) Interactive Data Visualization Influences Subsequent Narrative Persuasion: The Interaction Effect between Body Mass Index (BMI) and Interactivity on Transportation and Intentions to Prevent Obesity. *The 69th Annual International Communication Association Conference* (**ICA 2019**). Washington, D.C.

Hwang, A. H.-C. (May 2019). How Interactive Storytelling Persuades: Comparing the Effects of User Engagement and Transportation. *The 69th Annual International Communication Association Conference* (**ICA 2019**). Washington, D.C.

Hwang, A. H.-C. (February 2019). When Consumer Involvement Matters: The Effect of Interactive Music on Consumer Experience and Purchase Intention. *American Marketing Association Academic Conference* (**AMA 2019**). Austin, TX.

Hwang, A. H.-C. (January 2019). Moderating Effect of Price Consciousness in Interactive E-Tailing Setting: Differences between Volume Segments. *The 10th International Conference on E-Education, E-Business, E-Management, and E-Learning (IC4E 2019)*. Tokyo, Japan.

Hwang, A. H.-C. (January 2019). The Effect of Interactive Music on High- and Low-Involvement Consumers: An Application of Dual-Process Model of Interactivity Effect. *The 4th International Conference on Marketing, Business and Trade (ICMBT 2019)*. Tokyo, Japan.

2018 Hwang, A. H.-C. (October 2018). Decomposing the Effect of Interactive Music on User Engagement and Behavioral Intention. *The 3rd International Conference on Communication & Media Studies*. Berkeley, CA.

Hwang, A. H.-C. (August 2018). Can Interactive Music Drive Your Online Shopping Cart? An Experimental Study of Consumer Engagement and Behavioral Intention. American Marketing Association Academic Conference (AMA 2018). Boston, MA.

PUBLIC TALK

XR Monthly Seminar at Cornell Tech Oct 27, 2021
"Hints of Human: Collaboration, Creativity, and Inclusiveness in Computer-Mediated Workspace"

AI & Design Workshop Oct 27, 2021
Carnegie Mellon University, Technical University of Munich, and Cornell Tech

AI in Society Workshop, Cornell University Oct 15, 2021
Research Lightning Talk

Communication Colloquium, Cornell University Sep 27, 2021
"IdeaBot: Social Facilitation in Human-Machine Team Creativity"

Communication Colloquium, Cornell University May 3, 2021
"The Virtual Background behind "Me" vs. "Us": A Cross-Cultural Study of Video-Mediated Communication"

RESEARCH EXPERIENCE

Present **VIRTUAL EMBODIMENT LAB**
Graduate Researcher, Cornell University, Ithaca, NY
PI: Dr. Andrea Stevenson Won

Project #1: Creativity and Inclusiveness in Human-Machine Teams

- Lead mixed-methods studies to examine the effect of intelligibility, adaptability, and explainability on human-AI collaboration.
- Build prototypes and conduct Wizard-of-Oz user studies to design technology interventions supporting marginalized individuals in teams.
- Perform text and behavioral analyses of collaborative processes to design conversational agents that support team innovation.

Project #2: Computer-Mediated Communication, Remote Collaboration, and the Future of Work

- Design and lead multi-nation, multi-stage experiments to examine user experience and privacy concerns on video-based communication.
- Empirically study how users perform teamwork in AR and VR and how mediated environments influence interpersonal communication.

Project #3: Social Connection and Collaboration in the Virtual World

- Apply bio-physiological measures in user studies to explore VR as means of social connection for chronic, hospitalized patients.
- Conduct field studies and semi-structured interviews to research the usability of social VR for large-scale conferences.

Present **AI DESIGN LAB**

Graduate Researcher, Cornell University, Ithaca, NY

PI: Dr. Qian Yang

Project: Decision-Making in Multi-AI, Multi-Human Teams

- Design test cases to improve human-AI interaction and signal biases in decision-making processes for psycho-therapy triage and/or mental wellness support on digital platforms (e.g., TalkSpace, ReachOut, SuicideWatch on Reddit).
- Conduct case studies on how institutions apply AI in college admission processes and its impact on recruitment diversity.
- Research and design AI-mediated communication tools as training materials to on-board mental health counseling volunteers.

Present **HUMAN-ALGORITHM BEHAVIOR**

Independent Research, Cornell University, Ithaca, NY

Mentor: Dr. J. Nathan Matias

Project: Platform auditing – The impact of content moderation, production, and collaboration on out-group biases

- Conduct platform auditing on YouTube, Netflix, and Spotify to examine the long-tail effect of content moderation on racial biases.
- Review how theoretical models in social/behavioral sciences are applied to algorithmic design for recommendation systems.

Present **CORNELL CENTER FOR SOCIAL SCIENCE**
Senior Data Science Fellow, Cornell University, Ithaca, NY
PI: Dr. Claudia von Vacano

Project: Machine Learning for Social Scientists

- Design, launch, and teach the very first series of Machine Learning for Social Sciences Workshops at Cornell University.
- Compose an interactive handbook as hands-on learning materials for social science researchers to acquire machine learning essentials.

2020 - 2021 **ADOBE DESIGN RESEARCH & STRATEGY**
Research Collaborator, Remote
Collaborator: Laura Herman

Project: Algorithmic Curation & User-Centered Creativity

- Designed and led a longitudinal mixed-methods study to investigate how professional and amateur creators' content exploration behavior on Behance, the world's largest digital-portfolio-cum-social-network platform.
- Performed computational content analyses to investigate style similarity of platform-promoted content.
- Conducted social network and time series analyses to investigate information diffusion (e.g., virality of design trends) among content creators' social networks.

2017 - 2021 **CENTER FOR HEALTH COMMUNICATION**
Graduate Research Assistant, The University of Texas at Austin, Austin, TX
PI: Dr. Jeeyun Oh

Project: Information Visualization for Epidemic Data

- Conducted behavioral experiments to examine the consequences of information visualization in COVID-19 news on biases against Asians.
- Quantitatively analyzed the effect of interactive data visualization of the obesity epidemic in the U.S. on individuals' dieting habits.

2018 - 2019 **CENTER FOR MEDIA ENGAGEMENT**
Graduate Research Assistant, The University of Texas at Austin, Austin, TX
PI: Dr. Jeeyun Oh

Project: Multi-Sensory Experience Design for User Engagement

- Designed and led multi-stage studies to investigate the effect of interactive audio on consumer behaviors.
- Conducted systematic review on how multi-sensory technology has been applied in the consumer market.

- 2018 - 2019 **PROGRAM OF SCIENCE COMMUNICATION**
Graduate Research Assistant, The University of Texas at Austin, Austin, TX
PI: Dr. Anthony Dudo
- Conducted secondary research for a research proposal
 - Performed web mining and large-scale text analysis of open science forums
- 2017 **HP INC.**
I.T. Communication Research Intern, Austin, TX
- Conducted case studies and research on tech communication in enterprises
 - Led in-person interview to collect qualitative data
 - Designed questionnaires and implemented online studies
- 2017 **PANDEMIC LAB**
Social Media Analytics & Research Intern, Boston, MA
- Performed network analysis, executed social listening, and managed real-time data tracking for The Ritz-Carlton Hotel Group social media pages.
 - Conducted secondary research of the tourism industry and composed audience engagement reports.
- 2016 **BBDO WORLDWIDE**
Marketing Research Intern, Beijing, China
- Designed questionnaires and managed online consumer research (partnered with Nielson Holdings)
 - Conducted data analysis, generated data visualization, and composed market trend reports

TEACHING EXPERIENCE

- 2022 **Machine Learning for Social Science Research**
Cornell Center for Social Sciences (CCSS), Cornell University
Spring CCSS Workshop Series – The inaugural workshop series to teach machine learning for social science researchers at Cornell University. The workshop consists of four key panels: (1) Machine Learning 101, (2) Natural Language Processing, (3) Supervised Learning, and (4) Unsupervised Learning
- 2022 **What Is Computation? From Turing Machines To Black Holes And Neurons**
Department of Computer Science, Harvard University
Guest lecture (Spring 2022): "Into the Unknown: (De)constructing Creativity in the Age of Human-Machine Partnership"
- 2021 **Communication & Technology**
Department of Communication, Cornell University
Department of Information Science, Cornell University

Graduate Teaching Assistant (Fall 2021)
Guest lecture (Fall 2021): "Distance & collaboration - How does technology support teamwork during the age of worldwide pandemic?"

2020, 2021 **Oral Communication**

Department of Communication, Cornell University
Instructor in Record (Summer 2021)
Instructor in Record (Fall 2020)

2019, 2021 **Communication in Virtual World**

Department of Communication, Cornell University
Department of Information Science, Cornell University
Guest lecture (Spring 2021): "Embodiment & Transformed Social Interaction"
Graduate Teaching Assistant (Fall 2019)

2020 **Visual Communication**

Department of Communication, Cornell University
Graduate Teaching Assistant (Spring 2020)
Guest lecture (Spring 2021): "User Experience & Web Design"

2019 **Media Communication**

Department of Communication, Cornell University
Graduate Teaching Assistant (Fall 2019)

INDUSTRY EXPERIENCE

2018 - 2019 **Data Analyst**

Hero Digital, Austin, TX
Conducted large-scale consumer data (>1TB) to provide data-driven business solutions and consulting services for Comcast Business, TD Ameritrade, Frontiers, Heartland Payments, and Honeywell

2017 **Strategic Initiatives & Business Planning Intern**

HP Inc., Austin, TX
Performed business planning for HP Inc.'s acquisition of Samsung's printing services and products division

2017 **Data Analytics Intern**

Hero Digital, Austin, TX
Developed interactive data visualization tools and analyzed large-scale consumer data for TD Ameritrade

2015 - 2016 **Marketing Technology Intern**

Leverate Trading Technology, Central, Hong Kong
Performed CRM database management, analyzed large-scale consumer data,
and developed B2B marketing programs across the Greater China Area

2013 - 2014 **Public Relations Assistant**

Pékin Fine Arts, Aberdeen, Hong Kong

Composed news press, outreaching content, and social media deliveries for artists and creative professionals, organized opening events for exhibitions, and served as bilingual interpreter at exhibitions

SERVICES

Present **Communication Graduate Student Association Executive Board**
Graduate and Professional Student Association (GPSA), Cornell University
Vice President and Student Representative

Present **Conference Reviewer**
The ACM Conference on Human Factors in Computing Systems (CHI)
ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW)
The Annual International Communication Association Conference (ICA)

Present **Ad Hoc Journal Reviewer**
New Media & Society
Cyberpsychology, Behavior and Social Networking
Psychology & Marketing
Journal of Leisure Research
Journal of Consumer Behavior

2017 - 2018 **Internship Program Coordinator**
Stan Richards School of Advertising & Public Relations
The University of Texas at Austin, Austin, TX

PRESS COVERAGE

Business Wire June 29, 2021
Juji, Inc. Powers Cornell University Study on Human-Machine Team Creativity
[\[link\]](#)

MENTORSHIP

Research Project Leader

Virtual Embodiment Lab, Cornell University, Ithaca, NY

Responsibilities:

- Instruct research protocols and data analysis methods
- Deliver short courses in statistics for research assistants with no former training
- Lead literature review and reading group discussion
- Advise undergraduate students through graduate school application processes

Undergraduate Research Assistants and Mentees:

- Emily Chin, Information Science (Fall 2019)
- James Hwang, Communication (Spring 2022)
- Shane Labo, Physics (Spring 2021)
- Seungmin Lee, Information Science (Spring & Summer 2020)
- Joshua Levine, Information Science (Fall 2019)
- Oana Mirestean, Computer Science (Spring, Summer & Fall 2020)
- Hal Rives, Biology (Fall 2019)
- Yingyi Shu, Information Science (Spring 2021)
- Yifei Wang, Communication (Summer & Fall 2020)
- Ingrid Zhu, Information Science (Spring 2022)

SKILLS

Programming: Python, R, SPSS, SQL, MATLAB, HTML, CSS, JavaScript, SAS

Applications: Microsoft Office, Tableau, Adobe Creative Suite, MS Power BI, Final Cut Pro

Languages: Chinese – Native Language, English – Fluent, Korean – Intermediate